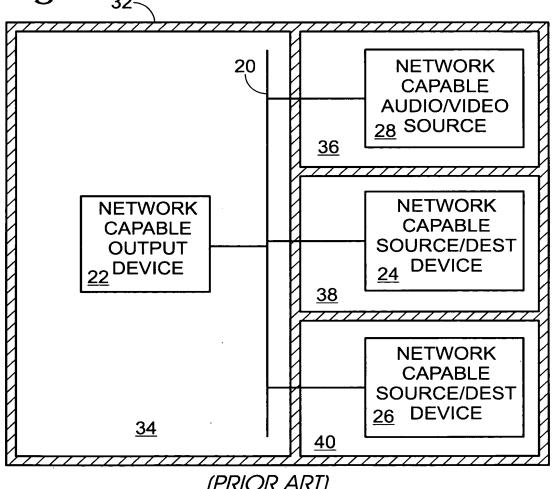
METHOD AND SYSTEM FOR CONTROLLING LEGACY ENTERTAINMENT DEVICES THROUGH A DATA NETWORK

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Fig. 1 ₃₂₋

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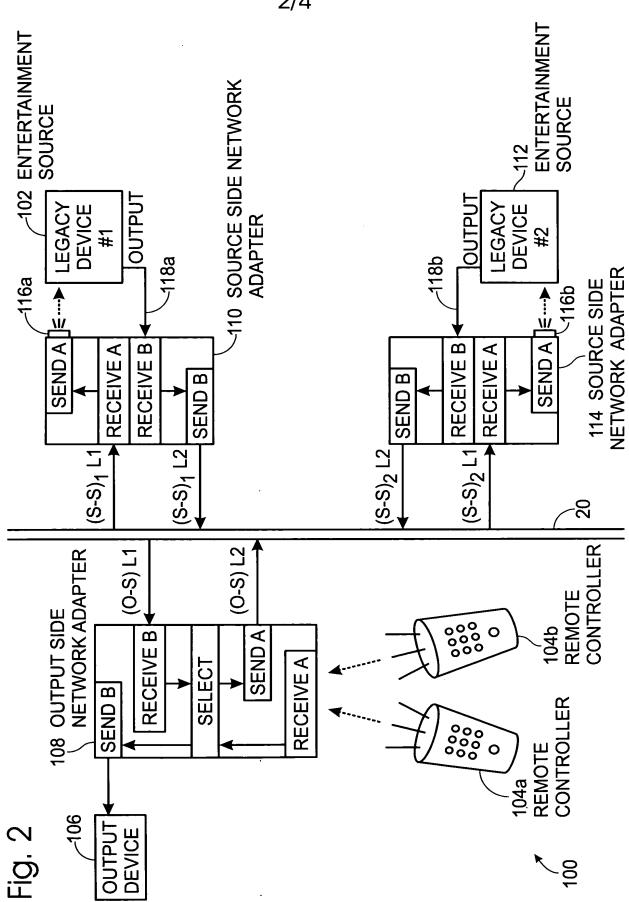


(PRIOR ART)

METHOD AND SYSTEM FOR
CONTROLLING LEGACY
ENTERTAINMENT DEVICES THROUGH A
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CONTROLLING LEGACY ENTERTAINMENT DEVICES THROUGH A DATA NETWORK Inventor: Daryl Hlasny and Garold B. Gaskill Docket: P1059.13006 Sheet 3 of 4 3/4 Fig. 3 -200 RESET 202 **CREATE STRUCTURE(S)** FOR ORDERED LIST(S) 226 -204 **DISPLAY** WAIT FOR COMMAND OUTPUT -208 -206 OUTPUT **KNOWN DEVICE** COMMAND **PROCESS** NO TRANSMIT COMMAND 210 TO NETWORK RECEIVE COMMAND 212 + BLAST TO LEGACY DEVICES **DETECT STATUS** 214 **CHANGE** -215 STATUS NO **CHANGE** DETECTED YES 216 SELECT LIST 218 **UPDATE LIST** -222 -224 -220 **POWER OFF** NO YES **SELECT** LONG-PULSE **ACTIVE** SOURCE **SOURCES**

METHOD AND SYSTEM FOR

METHOD AND SYSTEM FOR CONTROLLING LEGACY ENTERTAINMENT DEVICES THROUGH A DATA NETWORK

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Fig. 4

300 MASTER LIST

CHANGED ON LAST COMMAND	COMMAND CODE #	CURRENT STATUS	S-S NETWORK ADAPTER
YES	4312	Α	123
YES	4312	l	146
NO	4497	l	133
YES	4312	l	117
NO	4497	I	187

√302 ORDERED LIST

LIST 4312			
S-S NETWORK ADAPTER	STATUS	CHANGE ON LAST COMMAND	
123	Α	YES	
146	ı	YES	
117	I	YES	